




# JENNIFER MONES

## UI/UX DESIGNER

### CONTACT

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### EDUCATION

Bachelors **Design** Class of 2014

**Art Center College of Design**

### LANGUAGES

English 

Spanish 

French 

### REFERENCES

#### Bregt Ectors

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### WORK EXPERIENCE

#### Designer

**Ford Motor Company**

March 2026 - Present

- Designed and facilitated cross-functional workshops across multiple business domains to uncover strategic opportunities, align direction, and clarify problems
- Synthesized qualitative insights into structured frameworks, domain-specific “power walls” to visualize systems, dependencies, and key decision points
- Translated inputs into actionable product direction, helping teams move from discovery to defined strategy
- Collaborated to ensure alignment between user needs, technical constraints, and organizational goals • Introduced scalable workshop formats and synthesis methods to support repeatable strategy development across domains

#### UI/UX Designer

**Subarau**

September 2025 - February 2026

- Designed next-generation infotainment, telematics, and cluster-meter interfaces, creating wireframes, interaction models, and high-fidelity prototypes.
- Created prototypes for usability testing, stakeholder reviews, and iteration
- Conducted UX trend, competitive landscape, and HMI research to inform strategic direction for upcoming in-vehicle digital ecosystems.
- Translated research insights and system requirements into actionable design documentation for engineering and product teams.
- Collaborated cross-functionally with designers, engineers, and R&D leadership to align UI behavior with technical constraints and user needs.
- Evaluated and adopted emerging prototyping tools to improve design workflow and visualization of interaction patterns.

#### UI/UX Designer

**Ford Motor Company**

September 2024 - February 2025

- Designed in-vehicle digital experiences for infotainment, telematics, and cluster displays, ensuring consistency across gesture, voice, and screen interactions.
- Structured information architecture for complex in-vehicle systems, making navigation intuitive for diverse user groups and driving contexts.
- Designed dashboards and interfaces using Figma, ProtoPie, data visualization principles and accessibility standards (ADA Compliance).

# JENNIFER MONES

## UI/UX DESIGNER

### SKILLS

#### Adobe

##### Creative Suite

- After Effects  
7 yrs
- Illustrator  
15 yrs
- InDesign  
10 yrs
- Photoshop  
15 yrs
- Premiere Pro  
7 yrs

#### Development

- HTML  
8 yrs
- CSS  
8 yrs
- Javascript  
6 yrs

#### Frameworks

- Angular  
7 yrs
- Material  
7 yrs
- React  
7 yrs
- Salesforce  
Lightning  
2 yrs
- Sharepoint  
4 yrs

#### UI/UX

##### Tools

- CRM  
Dynamics  
(Microsoft  
Dynamics  
365)  
3 yrs
- Figma  
5 yrs
- Hotjar  
2 yrs
- Miro  
2 yrs
- ProtoPie  
2 yrs
- Sketch  
3 yrs
- UserZoom  
2 yrs

#### Design

- Accessibility  
9 yrs
- Design Systems  
9 yrs
- Information  
Architecture  
9 yrs
- Interaction Design  
9 yrs
- Visual Design  
11 yrs
- Prototyping  
7 yrs

#### UX Methods

- A/B Testing  
8 yrs
- Accessibility  
Compliance  
9 yrs
- Agile Work  
7 yrs
- Design Thinking  
11 yrs
- High + Low  
Fidelity  
Prototyping  
7 yrs
- Human Centered  
Design  
7 yrs
- Information  
Architecture  
10 yrs
- Journey Maps  
7 yrs
- Process Flows  
7 yrs
- Responsive  
Design  
9 yrs
- Site Maps  
9 yrs
- Storyboards  
11 yrs
- User Flows  
9 yrs
- User Personas  
8 yrs
- User Research  
8 yrs
- Usability Testing  
8 yrs
- Wireframes  
8 yrs

### WORK EXPERIENCE

#### UI/UX Designer

##### Entrega

April 2020 - August 2024

- Conducted user interviews, A/B tests, and usability studies
- Collaborated with engineering teams to design user experiences that integrate with API-driven platforms, ensuring seamless data flow between vehicle interfaces, mobile apps, and cloud services.
- Translated business goals into product strategies by balancing user needs with market opportunities and technical feasibility.
- Conducted competitive benchmarking and UX research to identify differentiators and influence product roadmaps.

#### UI/UX Designer

##### Mitsubishi Electric

November 2018 - March 2020

- Collaborated cross-functionally to translate research insights into user journeys, storyboards, and personas that guided design and development decisions.
- Designed motion graphics and microinteractions for infotainment and mobile companion apps, enhancing usability and delight in vehicle experiences.
- Designed and prototyped autonomous an vehicle infotainment system for CES
- Partnered with translators and localization teams to adapt infotainment content for global markets while preserving usability and clarity.

#### Email Designer

##### GreaterGood.com

March 2017 - October 2018

- Design and manage email campaigns, increasing open rates through targeted messaging- allowing the team to meet our KPIs.
- Applied ethnographic research methods and human-centered design principles to understand customer behavior in physical and cross-channel touchpoints.
- Create customer journey maps and service blueprints to visualize multi-channel user experiences and identify areas for design intervention.

#### Graphic Designer

##### CPI Luxury Group

May 2014 - February 2017

- Sourced, edited, and created images for marketing collateral
- Collaborated closely with photography teams to achieve high-quality content.
- Led organizational efforts to streamline multimedia offerings
- Functioned as a hand model for the 2015 Macy's jewelry catalog.
- Captured and edited visual content, maintaining a consistent brand aesthetic.
- Demonstrated proficiency in Adobe Creative Suite for design tasks